

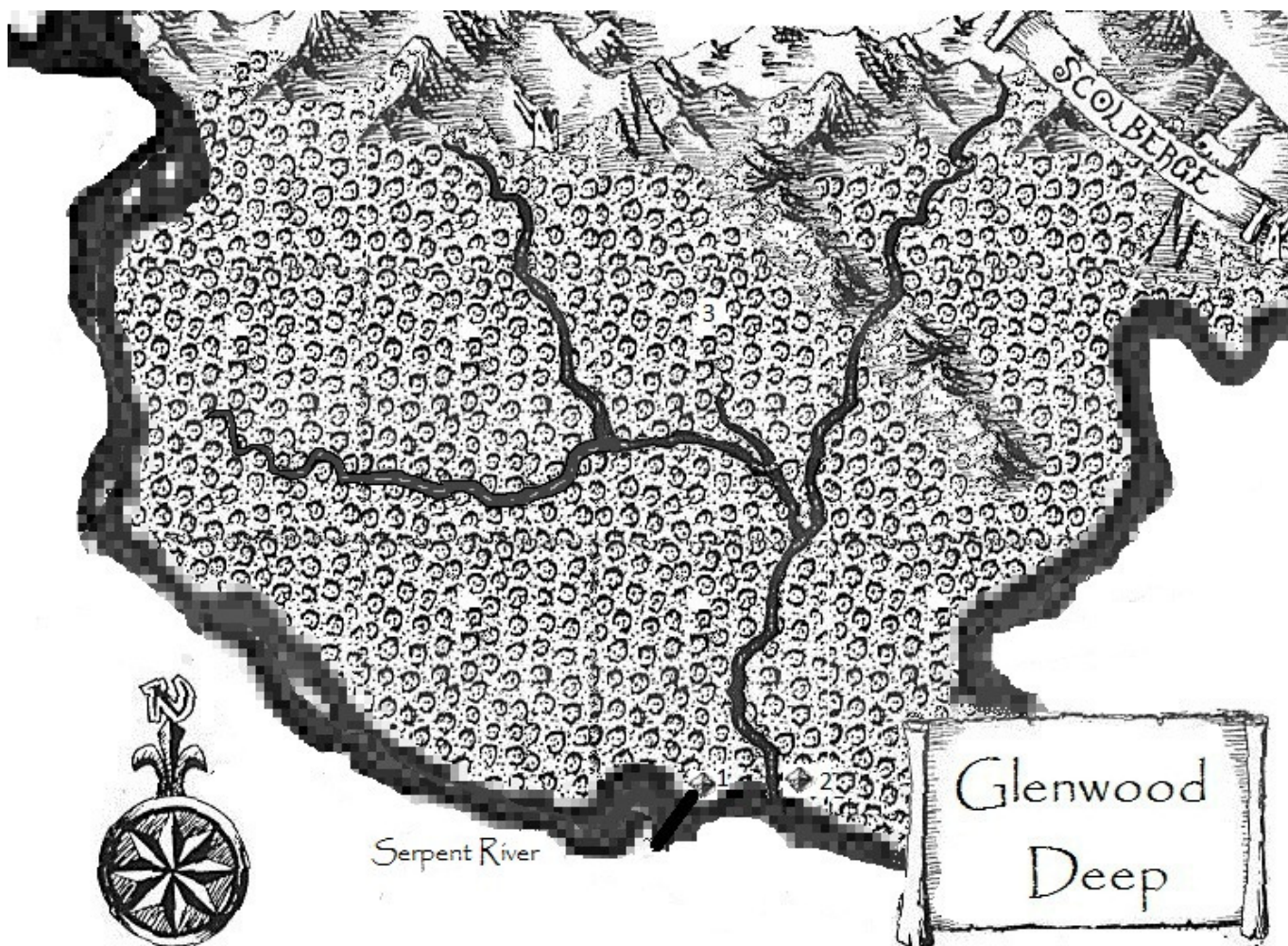
The Glennwood Deep



The Glennwood Deeps are located between the Serpent River and the Scol Mountains, southern to the Bloodwood. It is a hilly forest area with steep cliffs and towering mesas. The whole territory is situated on a “plateau” where the serpent river has gouged a 190 m wide and 30 m deep canyon. That’s why upright, densely forested scarps are mostly found in the range of the Serpent River. The Serpent River crosses the area in the west, south and east and thus provides a natural barrier. The territory borders in the north on the massive Scol Mountains. Many rumors have grown up about the dangers, adventurers encountered in the Glennwood

Deeps. Only the bravest dare to advance that deep to the Glennwood Deeps because only a few returned. The area has a dimension of about 5 x 4 daytrips by foot, which represents 225 x 200 miles.

Map of the Glenwood Deep:



The river Lhynn crosses the Glennwood Deeps from North to South. It divides the Deeps into a Western and an Eastern part. In the west lives the tribe of the “Shadow Wolves”, the Eastern territory belongs to the Windling kingdom “Hey”.

Description of the Landscape:



The Glennwood Deeps are a breathtaking landscape, with deep hanging clouds and summits peaking out of them like islands. The landscape is covered over and over with forest and there is no agriculture or so known in that territory.

The landscape is raw and untouched and everyone who enters the woods notices immediately that they must be old, even older than the scrouge. Roads and streets are nowhere to be found. Some small pathes, they partly come from animals or hunters, cross the region and the untouched nature.



The Deeps can be good overlooked from a observation point. Several massive mesas peak through the deep forest which again covered with woods. Solitary ragged rocks stand tall between the mesas and look like (like some say) fingers of the Passions that point dunning to the sky.



The Serpent River crosses the foothills of the Glennwood Deep passing the steep rocks and deep woods. The river has dug deep into the ground partly forming a canyon. Solely the T'skrang love this part of the river because it needs all of their sailing skills to pass this area.

Trollhunters are frequent in this territory cause they love the challenge of hunting in the Deeps.

The Glennwood Deeps are streaked by many small streams and rivers, this leads to a very high animal population. Small glades and open meadows give this part of Barsaive a dreamy look. The region may be charming but because there is almost no cultivation, most of the tribes living in the woods live of trade and hunting. But Jaspree didn't forget about his children, herbs and healing aids are wide spread in the Glennwoods.



A shrine of Jaspree is located almost in the middle of the Glennwood Deeps (3). At the foot of a waterfall, in the middle of a lake, a small island hold the "Fruits of the Passions" of Jaspree. A small folk of the "Chosen of Jaspree" live there. Their task is to guard the sacred place and to provide safe accommodation for pilgrims whose way led them to this holy place.

A legend says that this small folk survived the dangers of the scourge without hiding in Kaers.

The river Lhynn joins in the South of the Glennwood Deeps the Serpent River after passing a 30 m high cascade waterfall. The dwarves built at this point a small stronghold (2) long before the scourge.



The Lhynn:

The biggest river of the Deeps is the Lhynn. It divides the territory into East and West as a natural border between the Human tribes in the west and the Windling tribes the east.

The Lhynn has its spring deep in the Scol Mountains where it starts as a small stream. It grows and gathers strenght on its way to the Glennwood Deeps.

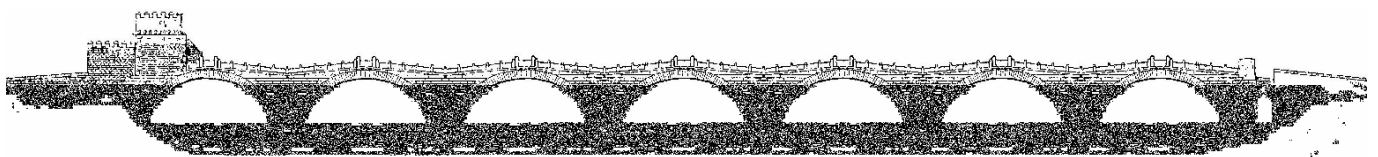
Dozens of smaller streams flow into it and largen the water masses which move inexorably into direction of the Serpent River.



On halfway to the Serpent the Thunder stream and the Lhynn unite to a strong river. The Thunder stream which then already earned it title “river”, gushes over the Thunder rocks 10m deep into the Lhynn. At least at this point the united rivers are so wild and strong at this point that a harmless crossing is only possible for Windlings.

“Dwarves wouldn’t be Dwarves if they weren’t pig-headed” Windling saying.

That’s why it isn’t surprising that the dwarves built a bridge at this point, where the Lhynn falls over a 100 meters wide cascade waterfall 30 meters deep into the Serpent River.



This bridge is the only one that crosses the Lhynn until today.

The entrance:

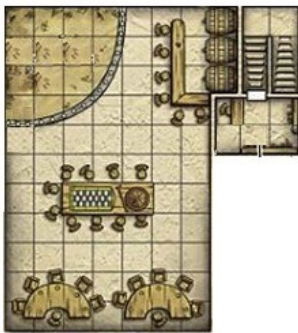
The only bridge, which crosses the Serpent River in this area is an old Stonebridge from the time before the scourge.

It leads to a tavern called “The howling wolf” (1), which is also a small grocer. The owner of “The howling wolf” is a dwarf called Torb Ironbasher. The tavern has 4 guestrooms and a barroom.

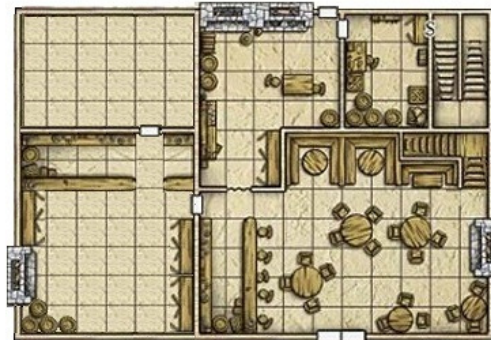
Hunters, trappers and other inhabitants of the Glennwood

Deeps sell their pelts, carvings and other small things like food, cloth and beer at this place. “The howling wolf” is the only trading post at the Glennwoods, so that some adventurers come to this place on their way to fame and gold.

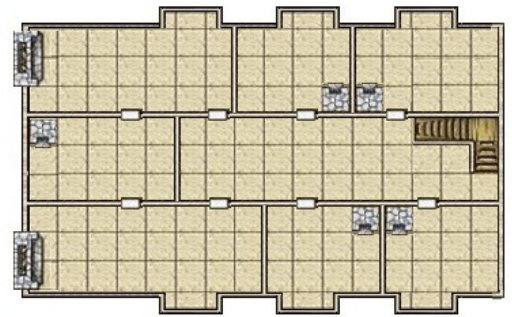
A small pier for river boats is located in front of the inn and a stoned street leads from the tavern in direction of the old dwarf stronghold.



Basement



First Floor



Top Floor

Legends:

1. At night, some areas of the woods turn into a forest of demiwraith
2. Several horrors lurk the woods
3. A huge old oak stand in the middle of the forest, dozens of feet high. If someone close (2 miles), acts against the laws of Jaspre, roots attack and cover the disturber, unless the oak is made a present in the name of Jaspre
4. Some trees have mad spirits inside
5. The folk of the “Chosen” are in reality led by a horror